

コンポーネント一覧（Main シーン・オブジェクト）

オブジェクト名（階層表示）	親オブジェクト	タグ	レイヤー	アタッチされているコンポーネント
Main Camera		MainCamera	Default	Transform / Camera / AudioListener
Directional Light		Untagged	Default	Transform / Light
Player		Player	Default	Transform / PlayerController / MeshFilter / MeshRenderer / CapsuleCollider / Rigidbody / AudioSource
Face	Player	Untagged	Default	Transform / MeshFilter / MeshRenderer
CameraView	Player	Untagged	Default	Transform
Gun	CameraView	Untagged	Default	Transform / MeshFilter / MeshRenderer
Gun (1)	Gun	Untagged	Default	Transform / MeshFilter / MeshRenderer
GroundChecker	Player	Untagged	Default	Transform / SphereCollider
Canvas		Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
Reticle	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image
PlayerHpSlider	Canvas	Untagged	UI	RectTransform / Slider
Background	PlayerHpSlider	Untagged	UI	RectTransform / CanvasRenderer / Image
Fill Area	PlayerHpSlider	Untagged	UI	RectTransform
Fill	Fill Area	Untagged	UI	RectTransform / CanvasRenderer / Image
ScoreBack	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image
ScoreText	ScoreBack	Untagged	UI	RectTransform / CanvasRenderer / Text
DamagePanel	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image / CanvasGroup
GameOverText	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Text / Outline / Outline / Outline
GameClearText	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Text / Outline / Outline / Outline

ReplayButton	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	ReplayButton	Untagged	UI	RectTransform / CanvasRenderer / Text
TitleButton	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	TitleButton	Untagged	UI	RectTransform / CanvasRenderer / Text
EventSystem		Untagged	Default	Transform / EventSystem / StandaloneInputModule
Stage		Ground	Default	Transform / Terrain / TerrainCollider
Walls		Untagged	Default	Transform
Wall1	Walls	Untagged	Default	Transform / MeshFilter / MeshRenderer / BoxCollider
Wall2	Walls	Untagged	Default	Transform / MeshFilter / MeshRenderer / BoxCollider
Wall3	Walls	Untagged	Default	Transform / MeshFilter / MeshRenderer / BoxCollider
Wall4	Walls	Untagged	Default	Transform / MeshFilter / MeshRenderer / BoxCollider
EnemyGenerator		Untagged	Default	Transform / EnemyGenerator
GameManager		Untagged	Default	Transform / GameManager / AudioSource

コンポーネント一覧 (Main シーン・プレファブ)

オブジェクト名 (階層表示)	親オブジェクト	タグ	レイヤー	アタッチされているコンポーネント
BossBullet		Untagged	Default	Transform / Bullet / MeshFilter / MeshRenderer / SphereCollider / Rigidbody
BossEnemy		BossEnemy	Default	Transform / BossEnemy / AudioSource
Canvas	BossEnemy	Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
HpSlider	Canvas	Untagged	UI	RectTransform / Slider
Background	HpSlider	Untagged	UI	RectTransform / CanvasRenderer / Image
Fill Area	HpSlider	Untagged	UI	RectTransform
Fill	Fill Area	Untagged	UI	RectTransform / CanvasRenderer / Image
Body	BossEnemy	BossEnemy	Default	Transform / RotateZ
WeakPoint	Body	WeakPoint	Default	Transform / MeshFilter / MeshRenderer / SphereCollider
Capsule	Body	BossEnemy	Default	Transform / MeshFilter / MeshRenderer / CapsuleCollider
Capsule (1)	Body	BossEnemy	Default	Transform / MeshFilter / MeshRenderer / CapsuleCollider
Capsule (2)	Body	BossEnemy	Default	Transform / MeshFilter / MeshRenderer / CapsuleCollider
Capsule (3)	Body	BossEnemy	Default	Transform / MeshFilter / MeshRenderer / CapsuleCollider
Capsule (4)	Body	BossEnemy	Default	Transform / MeshFilter / MeshRenderer / CapsuleCollider
Capsule (5)	Body	BossEnemy	Default	Transform / MeshFilter / MeshRenderer / CapsuleCollider
Bullet		Untagged	Default	Transform / Bullet / MeshFilter / MeshRenderer / SphereCollider / Rigidbody
Bullet2		Untagged	Default	Transform / Bullet / MeshFilter / MeshRenderer / SphereCollider / Rigidbody
Enemy1		Enemy	Default	Transform / Enemy / SphereCollider / AudioSource
Canvas	Enemy1	Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
HpSlider	Canvas	Untagged	UI	RectTransform / Slider

Background	HpSlider	Untagged	UI	RectTransform / CanvasRenderer / Image
Fill Area	HpSlider	Untagged	UI	RectTransform
Fill	Fill Area	Untagged	UI	RectTransform / CanvasRenderer / Image
Body	Enemy1	Untagged	Default	Transform / RotateZ
Capsule	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
Capsule (1)	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
Capsule (2)	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
Enemy2		Enemy	Default	Transform / Enemy2 / SphereCollider / AudioSource
Canvas	Enemy2	Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
HpSlider	Canvas	Untagged	UI	RectTransform / Slider
Background	HpSlider	Untagged	UI	RectTransform / CanvasRenderer / Image
Fill Area	HpSlider	Untagged	UI	RectTransform
Fill	Fill Area	Untagged	UI	RectTransform / CanvasRenderer / Image
Body	Enemy2	Untagged	Default	Transform / RotateZ
Cylinder	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
Cylinder (1)	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
Cylinder (2)	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
Sphere	Body	Untagged	Default	Transform / MeshFilter / MeshRenderer
EnemyDeathEffect		Untagged	Default	Transform / ParticleSystem / ParticleSystemRenderer / AudioSource
EnemyHitEffect		Untagged	Default	Transform / ParticleSystem / ParticleSystemRenderer
HitEffect		Untagged	Default	Transform / ParticleSystem / ParticleSystemRenderer

コンポーネント一覧（Title シーン・オブジェクト）

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Main Camera		MainCamera	Default	Transform / Camera / AudioListener
Directional Light		Untagged	Default	Transform / Light
Canvas		Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
TitleText	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Text / Shadow
PlayButton	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	PlayButton	Untagged	UI	RectTransform / CanvasRenderer / Text
ExitButton	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	ExitButton	Untagged	UI	RectTransform / CanvasRenderer / Text
CreditText	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Text / Shadow
EventSystem		Untagged	Default	Transform / EventSystem / StandaloneInputModule
Particle System		Untagged	Default	Transform / ParticleSystem / ParticleSystemRenderer
TitleManager		Untagged	Default	Transform / TitleManager / AudioSource